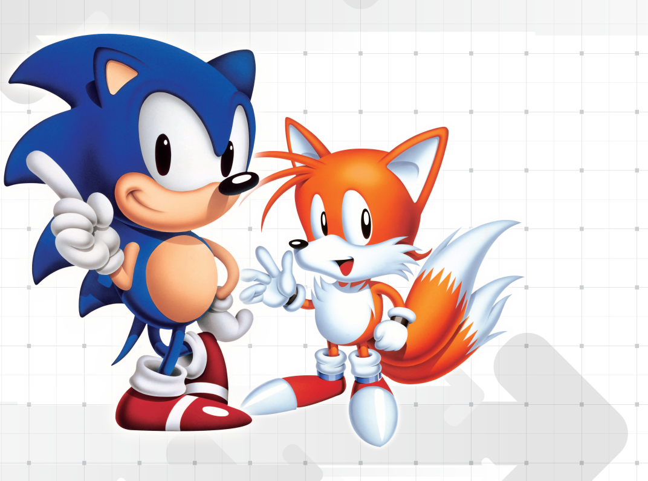
MODEL NO.: FB8303D



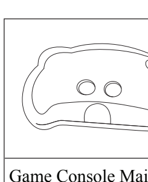
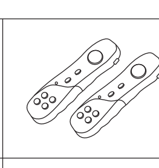
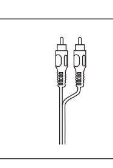
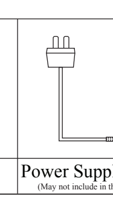
TV GAME CONSOLE

IMPORTANT: READ BEFORE USE

In very rare circumstances, some people may experience epileptic seizures when viewing flashing lights or patterns in our everyday life. Flashing lights and patterns are also common to almost any video game. Please consult your physician before playing ANY video game if you have had an epileptic condition or seizure OR if you experience any of the following while playing--- Altered vision, eye or muscle twitching, mental confusion or disorientation, loss of awareness of the surroundings or involuntary movements.

It is advised to take a 20-minute rest after 1 hour of continuous play.

Check the contents of ARCADE MOTION Pack

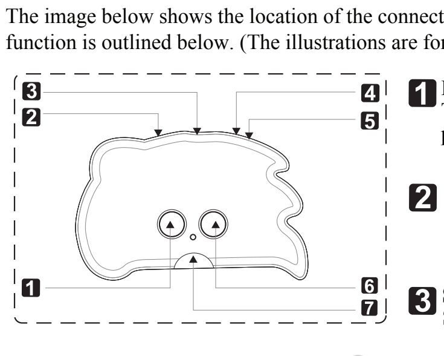
			
Game Console Main Unit	Wireless Controllers	AV Cable	Power Supply Unit (May not include in the pack)

NOTE: If a power supply unit is not included in your pack, you may find a power supply as the following spec:

INPUT: 110V-240V AC/50HZ-60HZ,
OUTPUT : 5V DC/500MA,
PLUG: --(.+

TV Game Console Appearance and Key List

The image below shows the location of the connectors and buttons. Each of its function is outlined below. (The illustrations are for reference only.)



1 **Power ON/OFF**
Turn the TV game console’s power ON/OFF.

2 **DC 5V Input Jack**
Plug the power supply unit’s output plugs into this jack.

3 **SD Card Slot**
SD card slot

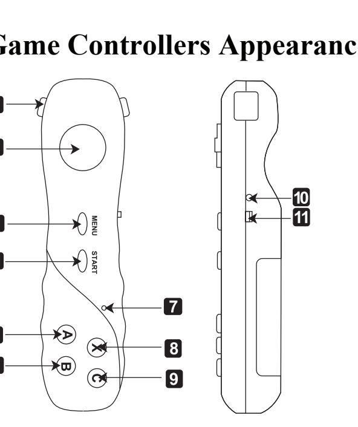
4 **Video Output**
Video output.

5 **Audio Output**
Audio output.

6 **MENU**
Press this button to display game menu.

7 **Infrared Receiver**
Will work with FIRECORE wireless accessories

Game Controllers Appearance and Key List



1 **Attachment Lock**
Locks onto the extra attachments (For the tennis racket, baseball bat, etc...).

2 **Directional Pad (D-Pad)**
Directional Pad for game playing.

3 **Menu**
Press the menu button to return to the menu page.

4 **Start**
Press the start button to start the game and press it again to pause the game.

5 **A Key**
Game key A.

6 **B Key**
Game key B.

7 **Power Indicator**
Press any button to check if there is any power left, and the indicator will be lit up if there is.

8 **X Key**
Game key X.

9 **C Key**
Game key C.

10 **Ultra Red Rays Emitter**
Emits ultra red rays to connect to the console.

11 **Power Switch**

Controllers and Two-Players Games

Two controllers will be needed for two-players games, and they will be referred to as singular in the following descriptions.

1P VS 2P

In your FB8303 pack, you will find one controller is labeled as P1, while in the FB8303D/FB8303DX pack will also include the other is P2. The P1 controller is used in every game, while the P2 controller is only used in two-player games. It is not possible to use a P2 controller in one-player games. So when you find that your controller is not working properly, check the controller, maybe you are using the P2 controller!

To play the two-player games, select the P1 VS P2 selection on the menu using the P1 controller. (See the FAQ section).

THE TWO-PLAYER GAMES:

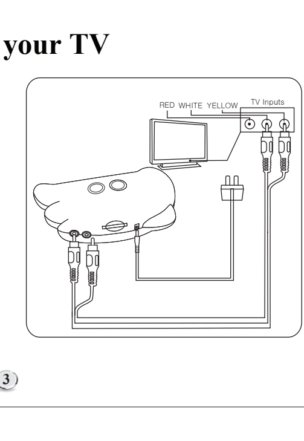
SEGA GAMES:
Bonanza Bros. Columns Columns III Crack Down
Dr. Robotnik's Mean Bean Machine Sonic the Hedgehog II

SPORTS GAMES:
Baseball 101 Joy of Ping-Pong Tennis Challenge It’s T-Time (Golf)
Bowling

ARCADE GAMES:
Snowboarding Air Hockey Cannon Bomber Hexagonos

Connecting your console to your TV

1. Insert the RCA plugs into the back of the console. The two plugs on the RCA cable is color coded to ensure these colors match the input plugs on the back of the console.
2. Plug the other end of the RCA cable into your TV set. Most TV’s have the connections in the back or in the flip open door in the front of the set (Refer to your TV’s user manual if unable to find the inputs).



TV AND AUDIO/VIDEO SETTINGS:

Once you have completed the console setup procedure and are ready to play, you will need to switch your TV set to the appropriate ‘AV/Input/Select’ settings.

Using The Controller

Hold on to the controller tightly. If you release the controller during game playing, it could fly across the room and injure others, yourself or damage property. While playing the Interactive games you might find yourself moving around the room. Please make sure that you have plenty of space and there is no obstacle that could be tripped on. In addition to furniture and other obstacles, please make sure there are no other people in your way, especially small children.

It is recommended to stand at least a meter away from the TV screen at all times.

Standby Mode

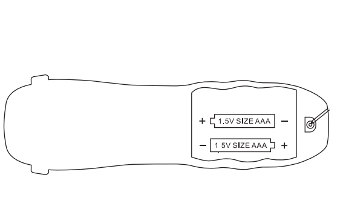
When you leave your controller untouched longer than one minute, the standby mode will activate automatically. This is to reduce the waste of battery energy. Press any key to end the standby mode.

Changing The Batteries For The Controller

Remove the battery compartment cover using a screwdriver.

Place two AAA batteries into the battery compartment. Make sure they are inserted with the correct polarity as shown inside the battery compartment.

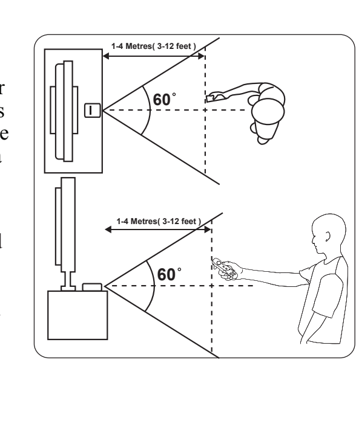
Secure the battery compartment cover by clipping it back to place and using the screwdriver to tighten the screw.



Console Placement:

Place the Super arcade on a relatively flat table at around the same height as the TV. Point the front of the controller at the Super Arcade. Make sure there is nothing blocking the sensor from where you are standing. Always play within a scope of 60 degrees in both height and width as shown in the picture.

The wireless controllers may be played when in the range of 0.5 to 4 meters (1’ 7.6” to 13’ 1.4”) from the console. The best effect can be achieved around 3 meters.



FAQ

How do I connect the wireless controller to the game player?

The connection will be made automatically once the controller is turned on. NOTE: The wireless controller can be used as a normal controller while playing a non-interactive game.

How Do I Play The Games?

1. Connect the game controllers to the TV game console.
2. Connect the TV game console to TV using the enclosed AV cable.
3. Press the “ON/OFF” button to “ON” to turn on the TV game console.
4. Set your TV set’s input source to “video in”, and then press the “MENU” button on the console to display the game menu on TV. The TV game console will detect the presence of a TV and display the game video on TV screen automatically when you press “MENU”.

5. Press “Up” or “Down” on the D-Pad of the first player game controller to select one of your favorite games, then press the “START” or “A” key of the first player game controller to enter the selected game.
6. Press the “START” key of first player game controller to start playing game.

How Do I Play Two-player Games?

1. Follow the steps in section “How do you play the games”.
2. Press “Up” or “Down” on the D-Pad of the first player game controller to select a two player game, then press the “START” or “A” key of the first player game controller to enter the selected game.
3. Press the “START” key of the first player game controller to start playing game.

How Do I Go Back To Game Menu While Playing The Game?

Press the “MENU” button and the screen will go back to the game menu page.

How do I turn off the game console?

Press the “ON/OFF” button on the game console to turn off the power.

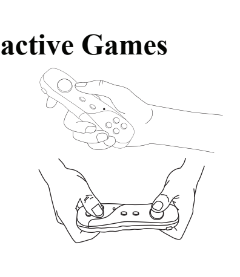
What do I do when the controller is not working?

1. Your batteries might be out. Change the batteries following the "Changing The Batteries For The Controller" section.
2. You might be using the 2P controller in 1P games. Check the label.
3. You might be out of range. Check if there are any obstacles blocking you from the console.

Interactive Games And Non-interactive Games

The controller is held in different manners in interactive games and non interactive games.

The controller is held vertically in interactive games, while it is held horizontally in non interactive games.



SEGA GAMES

1. Alex Kidd in the Enchanted Castle

Alex Kidd’s father’s life is in danger! Fortunately, facing danger is what Alex does best! To save his father, he must win round after exciting round of “Paper, Rock and Scissors”. Winning rounds not only moves Alex that much closer to his father, but winning also provides gifts that Alex can utilize for special powers. These will be necessary as the opponents get harder and harder and the danger increases! If Alex can win the ultimate level, he can save his father and win amazing prizes as well! There is not time to lose!

Directional Pad (D-Pad): Control the direction.
Start Key (Start): Start the game.
Selects the tool in tool menu.
A Key: Jump up and kick.
B Key: Attack by fist.
C Key: Jump up and kick.

2. Arrow Flash

Things are grim. An evil dragon from another galaxy is rapidly approaching Earth and as a space pilot you realize that it is up to you to stop this threat cold. If you fail, your home will be burnt to a cinder. Your ship provides two distinct modes, each known as an Arrow Flash. Using blast weapons and defensive shield capabilities, your challenge is formidable. Hit the thrusters; you have a date with a dragon in outer space!

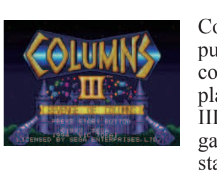
Directional Pad (D-Pad): Control the direction.
Start Key (Start): Start the game.
Pause and un-pauses game.
A Key: Transform into Planet or Robot mode.
B Key: Shoot.
C Key: Attack enemies with laser while transforming into planet.
Attack enemies with speeding bump while transforms into robot.

3. Bonanza Bros

Mobo and Robo Bonanza are enjoying their favorite television show when the picture crackles and a shadowy figure of a mysterious stranger appears on screen. This figure asks them to collect certain items that he has placed inside various buildings to test his security force. If they return the items successfully, Mobo and Robo will be rewarded. The two of them state that they will get the job done in just three minutes. However, little do they know that each building is packed with security guards who will raise the alarm if they are caught red-handed. Fortunately both Mobo and Robo are equipped with bullets that can knock the guards unconscious for a few seconds. A huge reward will be given out if Mobo and Robo are apprehended. Help the infamous Bonanza Bros. infiltrate a number of different locations ranging from banks to mansions to casinos and don't get caught!

Directional Pad (D-Pad): Control the direction.
Start Key (Start): Start game.
Pause and un-pauses game.
A Key: Jump
B Key: Shoot.
C Key: Jump

4. Columns III



Columns III is the final game in the series of fast-moving puzzle classics. As in the other games in the series, match colors of dropping objects in order to remove them from the play field; if they rise to high, the game is over. Columns III adds multiple versions for strategic additions to keep the game fresh and exciting. This is the puzzle game that started it all!

Directional Pad (D-Pad): Control the direction.
Start Key (Start): Start the game.
Pause and un-pauses game.
A Key: Attack the competitor for shortening the space.
B Key: Arrange the item
C Key: Attack the competitor for shortening the space.

5. Columns

Addictive and ancient, Columns is the game of a bygone era, originating with Phoenician merchants. Align puzzle pieces to build columns and bring them down. Easy to play, yet challenging to master, this is a game to keep you amused for hours on end. You will quickly understand why this simple puzzler has stood the test of time. Prepare to lose yourself in this game of the ancients.

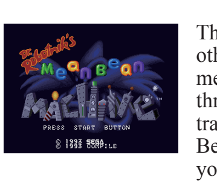
Directional Pad (D-Pad): Control the direction.
Start Key (Start): Start the game.
Pause and un-pauses game.
A Key: Arrange the item.
B Key: Arrange the item
C Key: Arrange the item.

6. Crack Down

When many bombs are discovered throughout a large laboratory, Ben and Andy are called in to dismantle them before the building explodes all around them! Racing from spot to spot, each bomb must be neutralized with smaller charges before time runs out. Defenses have been placed to make it more dangerous, but Ben and Andy have an array of weapons to help them achieve their goals. Better call the bomb squad! Time is short!

Directional Pad (D-Pad): Control the direction.
Start Key (Start): Start the game.
Pause and un-pauses game.
A Key: Change bullets.
B Key: Shoot.
Attack with fist if the bullets are ran out.
C Key: Bomb in wide area.

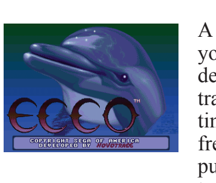
7. Dr. Robotnik’s Mean Bean Machine



The evil Dr. Robotnik has always loved to turn people and other objects into robots. In this Tetris style game he is menacing the unsuspecting citizens of Beanville and threatening to make them his next victims of robot transformation! Create matching color groups to save the Bean’s, but watch out for the robots. They will try to stop you dead in your tracks. If you fail to make the match into the Mean Bean Machine you go, and Beanville will surely become robot central!

Directional Pad (D-Pad): Control the direction.
Start Key (Start): Start the game.
Pause and un-pauses game.
A Key: Press to arrange the item to right side.
B Key: Press to arrange the item to left side.
C Key: Press to arrange the item to right side.

8. Ecco



A whirlpool controlled by the evil vortex queen has sucked your entire dolphin pod to imprisonment in the ocean depths. Only you remain to save them. To do so, you must travel through time and space with the help of the Atlantean time machine in order to find your friends. Ecco is a freeform journey, allowing for adventure, exploration, puzzles and combat all along the way. The play style is up to you!

Directional Pad (D-Pad): Control the direction.
Start Key (Start): Start the game.
A Key: Attack by sonar.
B Key: Speeding swim.
C Key: Constantly press to speed swimming.

9. Flicky

When the babies wander off, there is only one thing to do: lead them back to the safety of their nest. Flicky the mother blue jay has just such a task. It won’t be easy to get the baby chicks back though! Hungry cats are on the prowl and many surprising hazards waiting to be found. Puzzle your way through level after level of cat fighting fun in this family favorite!

Directional Pad (D-Pad): Control the direction.
Start Key (Start): Start the game. Pause and un-pauses game.
A Key: Jump.
B Key: Jump
C Key: Jump.

10. Fatal Labyrinth

Many hours of danger and excitement await you in this dungeon crawling favorite! When the Holy Goblet is stolen and taken to Dragonia, the castle of doom, it appears that all hope is lost for the world. As Trykaar, you represent the last hope for mankind against Dragonia’s evil inhabitants. Your quest is to search Dragonia’s randomly generated levels, battle its minions and retrieve the Holy Goblet. With success comes the eradication of this threat as you acquire the Holy Goblet and return it to its rightful place. Dragonia’s victory spells the end of all that is good and holy. You cannot let Dragonia’s minions succeed!

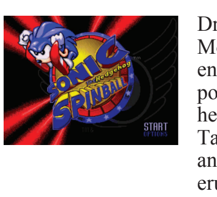
Directional Pad (D-Pad): Control the direction.
Start Key (Start): Start the game.Pause and un-pauses game.
A Key: Fasten the game round.
B Key: Cancel the selected tool items.
C Key: Open the tool items menu Chooses the tool item.

11. Ristar

Greedy, an evil tyrant, has one goal in mind: control all the planets of the solar system. With only one planet left, Greedy believes he is near the end of his quest. The only holdout from Greedy’s relentless onslaught was guarded by a mighty hero. When Greedy managed to capture this protector, Greedy thought his work was done. That was when Ristar, the son of the hero, emerged to stop Greedy, rescue his father and save the solar system. Action and puzzles await in this inter-stellar adventure!

Directional Pad (D-Pad): Control the direction.
Long presses the Up Key for attack upward.
Start Key (Start): Start game. Pause and un-pauses game.
A Key: Jump.
B Key: Grab. Attack.
C Key: Negative

12. Sonic Spinball



Dr. Eggman (AKA Dr.Robotnik) has taken over Mt. Mobius and turned it into a mechanical base. He is using energy from the magma flowing under the volcano to power his Veg-O-Fortress. He has the power to transform helpless animals into robot slaves. Sonic the Hedgehog and Tails must take down this fortress to free the enslaved animals. The only way to make that happen is to trigger an eruption in the volcano it's built on. Sonic knows this can be done by removing the Chaos Emeralds that keep the volcano stable. Dr. Eggman, however, is also aware of the fragile relationship that exists between the Emeralds and the mountain, and he's set up an elaborate Pinball Defense System to make sure the precious jewels don't go anywhere.

Directional Pad (D-Pad): Control the direction.
Start Key (Start): Start game. Pause and un-pauses game.
A Key: Left Flipper
B Key: Right Flipper
C Key: All Flipper

13. Sonic the Hedgehog

Sonic the Hedgehog is a side scrolling race to save Sonic’s animal friends, who have been captured by the evil Dr. Robotnik. Using great speed and a spin attack, Sonic brings plenty of attitude and looping, jumping, super-speed fun. Sonic the Hedgehog is on of the fastest and most entertaining games you can find! Save Sonics friends and special 3-D levels provide an amazing bonus!

Directional Pad (D-Pad): Control the direction.
Start Key (Start): Start game.
Pause and un-pauses game.
A Key: Jump.
Press A key and the “down” key of the D-pad for speeding up the running.
B Key: Jump.
C Key: Jump.

14. Sonic the Hedgehog 2

Sonic is back and once again he must face the evil Dr. Robotnik and stop his attempt to conquer the world. In order to achieve his goal, Dr. Robotnik captures all of the animals he can find and transforms them into robots to do his bidding. Sonic must defeat Dr. Robotnik and save his friends. The action has never been more fast or furious than this!

Directional Pad (D-Pad): Control the direction.
Start Key (Start): Start game.
Pause and un-pauses game.
A Key: Jump.
Press A key and the “down” key of the D-pad for speeding up the running.
B Key: Jump.
C Key: Jump.

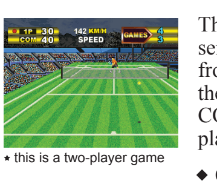
15. The Ooze

As a scientist you deal with chemicals all day long, but one day, the worst sort of thing happens: your boss creates a compound that turns you into a puddle of thick green goop and you get flushed down the drain! Thankfully you have some newfound abilities that come with your transformation which will help you make your way back to the lab so that you can be restored to humanity. Solve puzzles and fight enemies along the way to prevent your boss from taking over the world!

Directional Pad (D-Pad): Control the direction.
Start Key (Start): Start game.
Pause and un-pauses game.
A Key: Attack.
Move the body
B Key: Attack with green balls.
C Key: Negative.

Interactive Sports games

1. Tennis Challenge



★ this is a two-player game

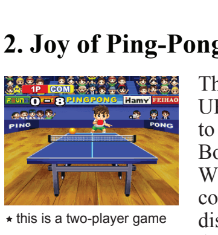
This is a simulation tennis game, in which each player serves a round in turn. Displayed on the top of the screen from left to right are: the scores, the speed of each ball, and the games each player has won. You can play against the COM in Practice mode or Tournament mode, or you can play against your friend in Two-player mode.

- On the menu selection screen, select options with UP/DOWN/LEFT/ RIGHT key, press START/A key to confirm;
- When serving, press key A to toss up the ball, and shake the handle (trigger spring switch) to serve;
- Once the game is over, the game results are shown. Press the START key to return to the main interface.

Game modes
Practice mode: practice your skills in a single game.
Championship: defeat different opponents to become the champion!!

1P VS 2P: challenge a friend!
Set the game at different levels of difficulty and you'll get opponents of different skills.

2. Joy of Ping-Pong



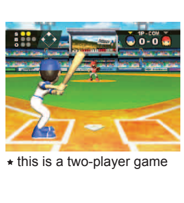
★ this is a two-player game

The player can select the options on the selection menu with UP/DOWN key. Press START/A key or shake the controller to confirm.
Both sides serve in turns.
When serve, press the key A to toss up the ball, shake the controller (trigger spring switch) to serve. The scores are displayed at the top left of the screen.
After the game is finished, the results are displayed on the screen. Press the START key to start a new game.

On the main screen of the game, press START key to pause the game, press it again to resume. In pause state, press B key to exit to the Main menu selection interface.

Game modes
Game mode: play against the COM or your friend, or you can play against the COM with your friend together. Set the game at different levels of difficulty and you'll get different game speeds.
Knock practice: practice maintaining the basic rhythm in ping-pong.
Smash practice: test your smashing power!

3. Baseball 101



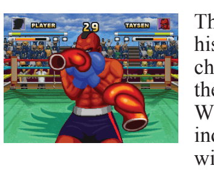
★ this is a two-player game

On the main interface, displayed on the top left corner are the number of strikes, balls, and outs. The player Next to it is the positions of the on-base batters. Displayed on the top right corner are the scores of both the players in the current game. The image icon with a yellow triangle above it is the offense the player. There are Practice mode, Competition mode and Head-to-Head mode available. In head-to-head mode, two the players play the game in turn with a handle each.

- On mode selection screen, select with UP/DOWN key, confirm with START/A key.
- On the main interface, shake the handle (trigger spring switch) to hit or bat; 1 of the batters will be struck out if he misses for 3 times. If 3 batters are out, the offense and defense exchange. The PLAYER plays as the fielding team (defense).
- On the main interface of the game, press START key to pause the game, press it again to resume.

Game modes
Practice mode: practice your swinging.
Tournament: play against the COM in a game of baseball.
1P VS 2P: challenge a friend!

4. Boxing

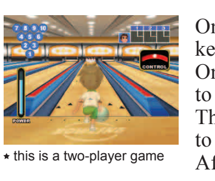


This is a boxing game. The player can choose to challenge his opponent at different levels of difficulty. He/she can choose to attach necessary defense. Displayed on the top of the screen are the blood bars of the PLAYER and the COM. When the blood bar of the PLAYER reaches zero, it indicates that he/she is knocked out. From then on, there will be a 10-second count down. Shaking the handle quickly during these 10 seconds can rebuild the strength, and the player will stand up when the strength is recovered to a certain degree. The PLAYER wins the game if the COM is knocked out for 3 times. On the contrary, if he/she is knocked out by the COM for 3 times, he/she loses the game.

On selection screen, select levels of difficulty with UP /DOWN key, press START/A key to confirm.
On the main screen of the game:
Shake P1 controller (trigger spring switch): punch left;
Shake P2 controller (trigger spring switch): punch right;
DOWN key of P1 controller: defense left;
DOWN key of P2 controller: defense right;
On the main interface of the game, press START key to pause the game, press it again to resume.

Set the game at different levels of difficulty and you'll get opponents of different skills.

5. Bowling Alley



★ this is a two-player game

On mode selection interface, select mode with UP/DOWN key, confirm with START/A key or the handle.
On the main interface of the game, press LEFT/RIGHT key to select the place to throw the ball, press key A to confirm. Then the angle and power indication bars change. Press A to confirm.
After confirming the power, shake the handle (trigger spring switch) to throw the ball.
There are 10 rounds in this game. The player has 2 chances in each round (if all bowling pins are stroke down for the first time, the player will go to the next round directly. There will be 2 more chances when all the pins are stroke down at the first change of the 10th round.). After each game, it returns to the audience screen and displays the scores of the PLAYER, then back to the main interface. In two-player mode, both players take turns in each round. After the 10 rounds, the total scores are displayed on the audience screen. Now press key A or wait for 5 seconds to back to the Main menu.

On the main interface of the game, press START key to pause the game, press it again to resume.

Game modes
Practice mode: gives you chances to challenge difficult situations.
Tournament: play against the COM in a game of bowling.
1P VS 2P: challenge a friend!

6. It's T-Time

★ this is a two-player game

This game is a GOLF game. On the main interface of the game, displayed on the
On the left of the screen is the strength bar which indicates the strength when hitting the ball. And below it is the clubs selected by the player. Different clubs are used for different distance. The direction and speed of wind, and the straight-line distance between the current position of ball and the hole are displayed on the left side of the screen displays. The down right corner of the screen is the thumbnail view of the course, from which you can see the outline of the whole course, hole locations and sandlot & pool, etc. You can select Practice, Practice Stroke, Competition or Head-to-Head mode in which two players play in turn with a handle each.

- On mode selection screen, select with UP/DOWN, confirm with START/A key.
- On the main interface of the game, select clubs with LEFT/RIGHT key, confirm with key A. Then press LEFT/ RIGHT key to select direction and key A to confirm. Press A, then immediately shake the handle (trigger spring switch) to strike the ball.
On the main interface, press START key to pause the game, press it again to resume.

Game modes
Practice mode: practice your first shots.
Tournament: play against the COM in a game of golf.
1P VS 2P: challenge a friend!

7. Casual Fishing

On the dump-rod interface, shake the handle (trigger spring switch) to cast the fishing rod;
On the fishing interface, shake the handle (trigger spring switch) to shake the bait;
DOWN/A key, to reel the fishing thread in;
UP key, makes the bait bob up and down;
Press LEFT/RIGHT key to move the fishing thread to the left /right.
Whenever a fish bites, press the DOWN/A key repeatedly to reel the fishing thread in. When reel in to 0.0M, shake the handle to get the fish.

Displayed on the top left of the fishing interface is the distance between the fishhook and water surface, under it is the force bar which indicates the force of the fish’s struggle (It flashes when it’s the time to pull the fishing rod). The water temperature is displayed on the top center, and underneath is the game time. Displayed on the top right corner is the weight and quantity of the fish you caught. On the fishing interface of the game, press the START key to pause, press it again to resume.

ARCADE GAMES

1. Jack's Pea

On the screen, there are two green platforms floating (one higher and one lower) in the air, which are always moving left to right. The PLAYER is always on the lower one. The player has to jump onto the upper platform when the two platforms are almost overlapping in the vertical direction. When a certain amount of jumps is reached, the PLAYER enters the next level. Each time a level is passed, the platforms move faster. If the PLAYER does not land on any platform, he/she will fall into the abyss and lose a life. When all 3 lives are lost, the game is over.

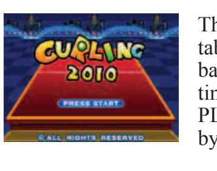
LEFT/RIGHT key: control character to move left or right.
Key A: jump up;
START key: pause the game, press it again to resume.
In pause state, press key B to exit the game.

2. Jewel Magic

This game is similar with Tetris Worlds. When the game starts, 3 vertical jewels appear on the screen and drop down vertically. The PLAYER can control the jewels to land on the appropriate places. If there are two or more jewels that have the same color and pattern in the horizontal, vertical or diagonal direction, these jewels will blow up and disappear, and the PLAYER is rewarded in scores. When the score reaches a certain value, the level is passed, and the jewels drop faster. If the piled up jewels reach the top of the screen, the game is over.

LEFT/RIGHT key: move the dropping jewels to the left/right;
DOWN key: make the jewels drop faster;
Key A: change the stack sequence of the dropping jewels;
START key: pause the game, press it again to resume.
In pause state, press key B to exit the game.

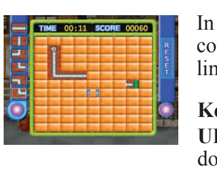
3. Curling 2010



The PLAYER and COM stand at the opposite ends of the table with 5 balls each. Whoever throws all of these 10 balls to the other end first or has fewer balls left when the time is up wins the game, and enter the next round. The PLAYER must evade the balls from the other side. If struck by a ball, he/she will be dazed for a while.

LEFT/RIGHT key: move left/right;
Key A: throw out a ball;
START key: pause the game, press it again to resume.

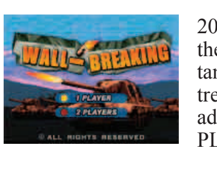
4. Plumbing Contest



In this game, PLAYER needs to select proper pipes and connect the start and end points on the screen within a limited time; otherwise, the game fails.

Keys Definition:
UP/DOWN/LEFT/RIGHT key: control cursor to move up, down, left or right;
Key A: change types of pipes;
START key: pause the game, press it again to resume.
In pause state, press key B to exit the game.

5. Wall Breaking



20 enemy tanks in each level, PLAYER must destroy all of the 20 enemy tanks to enter the next level. When enemy tank is destroyed, there will appear some treasures. These treasures may add PLAYER life, increase bullets power, add shield, or even add bombs. If all of the 3 lives of PLAYER are destroyed by enemy’s tank, the game is over.

Keys Definition:
UP/DOWN/LEFT/RIGHT key: control the tank to move up, down, left or right;
Key A: shoot bullets;
START key: pause the game, press it again to resume.
In pause state, press key B to exit the game.

6. Snow Boarding

This is a skiing game of a third person’s back view. The PLAYER needs to go as fast as possible to get the title and evade obstacles on the road surface in high-speed skiing. Or he/she will be tumbled and time is wasted. In the game, when slide forwardly, he/she is speed up. Once turn left or right, the speed slow down. PLAYER can select Practice, Tournament, or Head-to-Head mode.

Keys Definition:
LEFT/RIGHT key, control PLAYER move left or right;
Key A: control PLAYER to keep down;
Key B: control PLAYER jump up;
START key: pause the game, press it again to resume.
In pause state, press key B to exit the game.

7. Fish Story

Keys Definition:
UP/DOWN/LEFT/RIGHT key: control the fish to move up, down, left or right;
START key: pause the game, press it again to resume.

8. Chess

Chess is a game played between two opponents on opposite sides of a board containing 64 squares of alternating colors. Each player has 16 pieces: 1 king, 1 queen, 2 rooks, 2 bishops, 2 knights, and 8 pawns. The goal of the game is to checkmate the other king. Checkmate happens when the king is in a position to be captured (in check) and cannot escape from capture.

Movement of the Pieces

Pawn
The pawn moves differently depending on whether it moves to an empty square or whether it takes a piece of the opponent. When a pawn does not take, it moves one square straight forward. When this pawn has not moved at all. i.e., the pawn is still at the second row (from the owning players view), the pawn may make a double step straight forward. For instance, a white pawn on d2 can be moved to d4. When taking, the pawn goes one square diagonally forward.

Rook
The rook moves in a straight line, horizontally or vertically. The rook may not jump over other pieces, That is: all squares between the square where the rook starts its move and where the rook ends its move must be empty. As for all pieces, when the square where the rook ends his move contains a piece of the opponent, then this piece is taken. The square where the rook ends his move may not contain a piece of the player owning this rook.

Bishop
The bishop moves in a straight diagonal line. Like the rooks, the bishop may also not jump over other pieces.

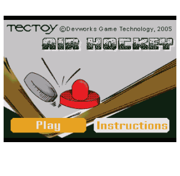
Knight
The knight makes a move that consists of first one step in a horizontal or vertical direction, and then one step diagonally in an outward direction. The knight jumps: it is allowed that the first square that the knight passes over is occupied by an arbitrary piece.

Queen
The queen has the combined moves of the rook and the bishop, i.e., the queen may move in any straight line, horizontal, vertical, or diagonal.

King
The king moves one square in any direction, horizontally, vertically, or diagonally.

UP/DOWN/LEFT/RIGHT key:
Control the direction of the pointing curser to the selected tile
Key A: To take or put piece
KEY B To repeal
KEY C Back to the menu
START To start a game

9. Air Hockey



Use the directional button to strike the disk toward the goal or to defend your table side.
You can play against the COM using the 1 Player Modes or challenge a friend using the 2-Player Mode.
Whoever achieves seven goals first is the winner!

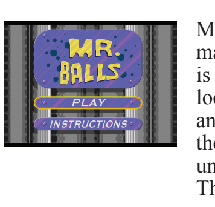
10. Spider

You must protect your anniversary cake from the arachnid invasion!
You have a pesticide which will help you keep the spiders away from the cake.
Aim by using the directional pad and fire with A or B or C.

11. Naval Power

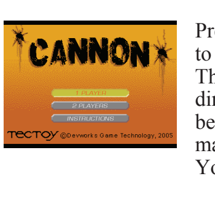
Command your squad in a life or death battle!
Use the directional pad to select your target and press A or B or C to fire.
Sink all of the opponent’s ships to win.

12. Mr. Balls



Mr. Balls and his brothers got caught in a mysterious machine! Your mission is to free all of them. The problem is that the machine has a strange rule. When you release or lock one of them, those which are at the left, right, above and below switch their state; that is; if they were unlocked they become locked, if they were locked they become unlocked.
There are many levels to be solved, including one which is random. To lock or unlock, just press A or B or C when the cursor is on the chosen cell.

13. Cannon



Press the A or B or C button to select the angle. Press again to select the power and fire the bullet.
The arrow in the middle of the screen indicates the direction and strength of the wind, pay attention to it because it can influence the trajectory. If you are lucky, maybe there will be no wind to worry about!
You can play against the COM or challenge a friend.

14. Fight or Lose

In this game, the player controls the knight and needs to capture all the pawns. The movement follows the chess rules. The knight moves 2 squares in one direction and 1 square in the other. Every time the horse moves, the pawns move one step forward. If one of the pawns manages to reach the end of the board, the player loses. If all the pawns are captured, the player receives one point and goes to the next level!

15. Bottle Taps Race

Use your skill to move your little tap through the sand track. On the track selection menu you can see the number of turns and the track length. Use the directional pad to change the direction and press A to confirm.
Press A once again to select the power.
On each round the taps are moved in sequence. Be careful not to run out the track, or your tap will be returned to the spot where it was moved from. The one to complete all the laps first will be the winner.

16. Bomber

Blow your enemies!
But be careful to not explode the items, they can be useful!

Keys Definition:
UP/DOWN/LEFT/RIGHT key: control the bomber to move up, down, left or right;
Key A: place bombs; pause the game, press it again to resume.

17. Checker

The checker game is composed of 1 board and 32 pieces. It is for only one player, and the goal is to leave just one piece on the center of the board.
There are several initial positions for the pieces; the most common one is the one which all holes are occupied except the one in the center. The capture is made by having one piece jump over another. Each time one piece jumps over another; the one that is jumped over is removed from the board. Pieces can only be captures in a straight line, which means, it is not allowed to jump diagonally. The game proceeds until it gets impossible to capture another piece. To select the piece to be moved or to cancel the selected piece, press any button: A, B or C. Good Luck!

18. Hexagons

Use the directional pad to move the arrow and B to select the piece you want to move. Use B to confirm and C to cancel the movement. There are 2 things you can do, one is to jump and one is to duplicate. The stone is duplicated when it is moved to a neighboring hexagon. Move your piece next the opponent to make his piece become yours. Whoever has more stones when there is no more possible moves wins.

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